CLAIMS

The invention is claimed as follows:

1.   A method of operating a gaming device including a game
5   operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to the player;

(b)   duplicating at least one of the symbols to create a set of symbols,
said set of symbols including the plurality of different symbols and the symbols
resulting from said duplication of symbols;

10   (c)   sorting said symbols in the set of symbols into a plurality of
divisions of the symbols;

(d)   enabling the player to select one of the divisions of symbols;

(e)   repeating steps (a) to (d) until the selected division has only one
symbol, each time decreasing an amount of symbols in the set by eliminating
15   the symbols not associated with the previously selected division; and

(f)   providing an award to the player based on the symbol of the
selected division if the symbol is the only symbol in the selected division.

2.   The method of Claim 1, which includes duplicating a plurality of
20   the symbols, wherein no duplicated symbol in the set exists more times than
the number of divisions created by the sorting.

3.   The method of Claim 1, wherein sorting the symbols includes
placing a same amount of the symbols in each division.
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4.   The method of Claim 1, wherein sorting the symbols includes not
placing the same symbol twice in any of the divisions.

5.   The method of Claim 1, wherein sorting the symbols includes
30   placing at least one extra symbol in at least one of the divisions if the number
of symbols in the set is not evenly divisible by the number of divisions.

6.   The method of Claim 1, wherein sorting the symbols includes determining the number of divisions so that the set of symbols is evenly divisible by the number of divisions.

5   7.   The method of Claim 1, wherein a total amount of symbols in all of the divisions is less than the symbols in the set.

8.   The method of Claim 1, which includes revealing the symbols in the divisions after the player selects one of the divisions.

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9.   The method of Claim 1, which includes randomly generating an award for the player if the symbol of the selected division is a mystery symbol that has been placed in the selected division.

15   10.   The method of Claim 1, wherein steps (a) to (f) are controlled via a data network.

11.   The method of Claim 10, wherein the data network includes an internet.

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12.   The method of Claim 1, wherein instructions for implementing steps (a) to (f) are stored on a computer storage device.

13.   The method of Claim 1, wherein the symbols are numbers

25   representing an award for the player.

14.   A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a)   displaying a plurality of different symbols to the player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   repeating steps (a) to (c) if the selected division includes more than one symbol, wherein the amount of different symbols in repeated step (a) is equal to the amount of different symbols in the previously selected division; and

(e)   providing an outcome to the player based on the symbol of the selected division if the symbol is the only symbol in the selected division.

15.   The method of Claim 14, which includes duplicating at least one of the symbols before sorting the symbols into the divisions, wherein the symbols resulting from duplication are sorted into the divisions.

16.   The method of Claim 14, wherein steps (a) to (e) are controlled via a data network.

17.   The method of Claim 16, wherein the data network includes an internet.

18.   The method of Claim 14, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

19.   The method of Claim 14, wherein the symbols are numbers representing an award for the player.

20. A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a) displaying a plurality of different symbols to a player;

(b) sorting said symbols into a plurality of divisions of symbols

5 without revealing which symbols are sorted into which divisions;

(c) enabling the player to select one of the divisions of symbols;

(d) repeating steps (a) to (c) at least once, wherein the amount of different symbols in repeated step (a) is equal an amount of symbols in the previously selected division; and

10 (e) providing an outcome to the player based on any symbols in the selected division after repeating steps (a) to (c) at least once.

21. The method of Claim 20, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

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22. The method of Claim 20, wherein steps (a) to (e) are controlled via a data network.

23. The method of Claim 22, wherein the data network includes an

20 internet.

24. The method of Claim 20, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

25 25. The method of Claim 20, wherein the symbols are numbers representing an award for the player.

26. A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a) displaying a plurality of different symbols to a player;

(b) sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c) enabling the player to select one of the divisions of symbols;

(d) repeating steps (a) to (c) until the selected division has a designated number of symbols, said designated number being at least one, each time decreasing the amount of different symbols in step (a) based on the symbols sorted into the previously selected division; and

(e) providing an outcome to the player based on any of the symbols of the selected division if the selected division has said designated number of symbols.

27. The method of Claim 26, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

28. The method of Claim 26, wherein steps (a) to (e) are through via a data network.

29. The method of Claim 28, wherein the data network includes an internet.

30. The method of Claim 26, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

31. The method of Claim 26, wherein the symbols are numbers representing an award for the player.

32.   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to a player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   repeating steps (a) to (c) until the amount of different symbols in repeated step (a) is the same as the number of divisions in the repeated step (a), each time decreasing the amount of different symbols in step (a); and

(e)   providing an outcome to the player based on any of the symbols of the selected division when the amount of different symbols in repeated step (a) is the same as the number of divisions in the repeated step (a).

33.   The method of Claim 32, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

34.   The method of Claim 32, wherein steps (a) to (e) are controlled via a data network.

35.   The method of Claim 34, wherein the data network includes an internet.

36.   The method of Claim 32, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

37.   The method of Claim 32, wherein the symbols are numbers representing an award for the player.

38.   A method of operating a gaming device having a game operable upon a wager, said method comprising:

(a)   displaying a plurality of different symbols to a player;

(b)   sorting said symbol into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   repeating steps (a) to (c) until an amount of symbols in the previously selected division equals the number of divisions in the current repeat of the steps, each time decreasing the amount of different symbols in step (a); and

(e)   providing an outcome to the player based on any of the symbols of the selected division when the amount of symbols in the previously selected division equals the number of divisions in the current repeat of the steps.

39.   The method of Claim 38, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

40.   The method of Claim 38, wherein steps (a) to (e) are through via a data network.

41.   The method of Claim 40, wherein the data network includes an internet.

42.   The method of Claim 38, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

43.   The method of Claim 38, wherein the symbols are numbers representing an award for the player.

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44.   A method of operating a gaming device having a game operable upon a wager by a player, said method comprising:

(a)   displaying a plurality of different symbols to the player;

(b)   sorting said symbols into a plurality of divisions of symbols without revealing to the player which symbols are sorted into which divisions;

(c)   enabling the player to select one of the divisions of symbols;

(d)   repeating steps (a) to (c) until the selected division has only one symbol, each time decreasing an amount of symbols placed in the divisions; and

(e)   providing an outcome to the player based on the symbol of the selected division if the symbol is the only symbol in the selected division.

45.   The method of Claim 44, which includes duplicating at least one of the symbols to create a set of symbols before sorting.

46.   The method of Claim 44, wherein steps (a) to (e) are controlled via a data network.

47.   The method of Claim 46, wherein the data network includes an internet.

48.   The method of Claim 44, wherein instructions for implementing steps (a) to (e) are stored on a computer storage device.

49.   The method of Claim 44, wherein the symbols are numbers representing an award for the player.